## **Using the Edit Area Tool**

Use the Edit Area Tool to draw edit areas in which to make edits. You can use the Edit Area Mode button to add or subtract from an edit area. Examples of an original edit area (left), being added to (middle), and subtracted from (right) are shown below:



## **Creating an Edit Area**

Step	Action	Notes
1	Load the grid in which you want to make changes to a certain area in the Spatial Editor.	
2	Click the <b>Edit Area Tool</b> (image below).	
3	Left click and hold in the location at which you want to start drawing your edit area.	
4	Continue holding the button and draw the edit area, ensuring you stop drawing at the same point you started to close the loop.	
5	Release the left mouse button, and the edit area is created in the Spatial Editor.	
6	Make edits to the edit area as needed.	Refer to Adding to an Edit Area and Subtracting from an Edit Area for options to edit your edit area.

Step	Action	Notes
1	Select <b>Union ( )</b> in the Edit Area mode menu (image below), with an Edit Area already active in the Spatial Editor.	
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2	Left click and drag in the location at which you want to start adding to your edit area.	
3	Continue holding the mouse button and draw around the area you wish to add, ensuring you stop drawing at the same point you started to close the loop.	
4	Release the left mouse button, and the area is added to the previous edit area.	

## **Subtracting from an Edit Area**

Step	Action	Notes
1	Select <b>Subtract (-)</b> in the Edit Area mode menu (image below), with an Edit Area already active in the Spatial Editor.	
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2	Left click and drag in the location in which you want to start subtracting from your edit area.	
3	Continue holding the mouse button and draw around the part of the edit area you want to remove, ensuring you stop drawing at the same point you started to close the loop.	
4	Release the left mouse button, and the area is removed from the existing edit area.	

## Information on the Four Edit Options in the Edit Area Mode Menu

Mode	Action	Image
Replace	Replaces existing edit area with a new one.	
Union	Adds a new edit area to an existing one.	1
Intersect	Computes intersection of an existing and new edit area.	&

Mode	Action	Image
Subtract	Removes new edit area from an existing one.	
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